

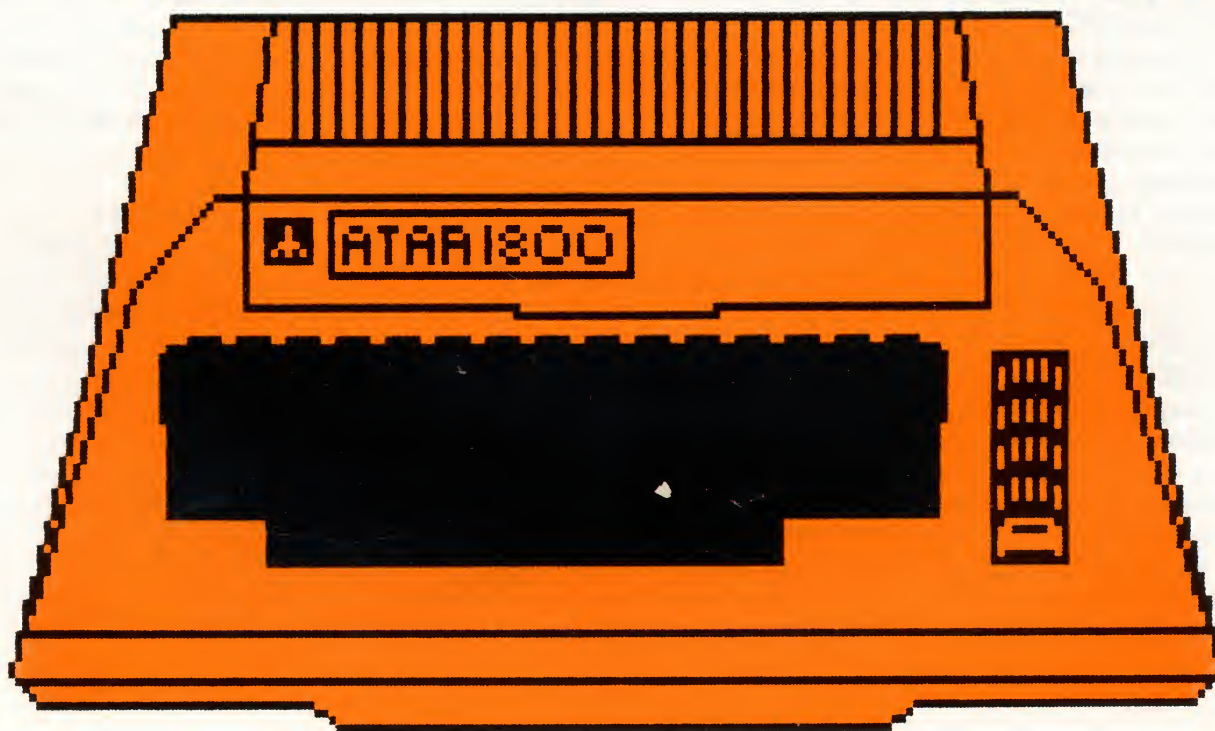
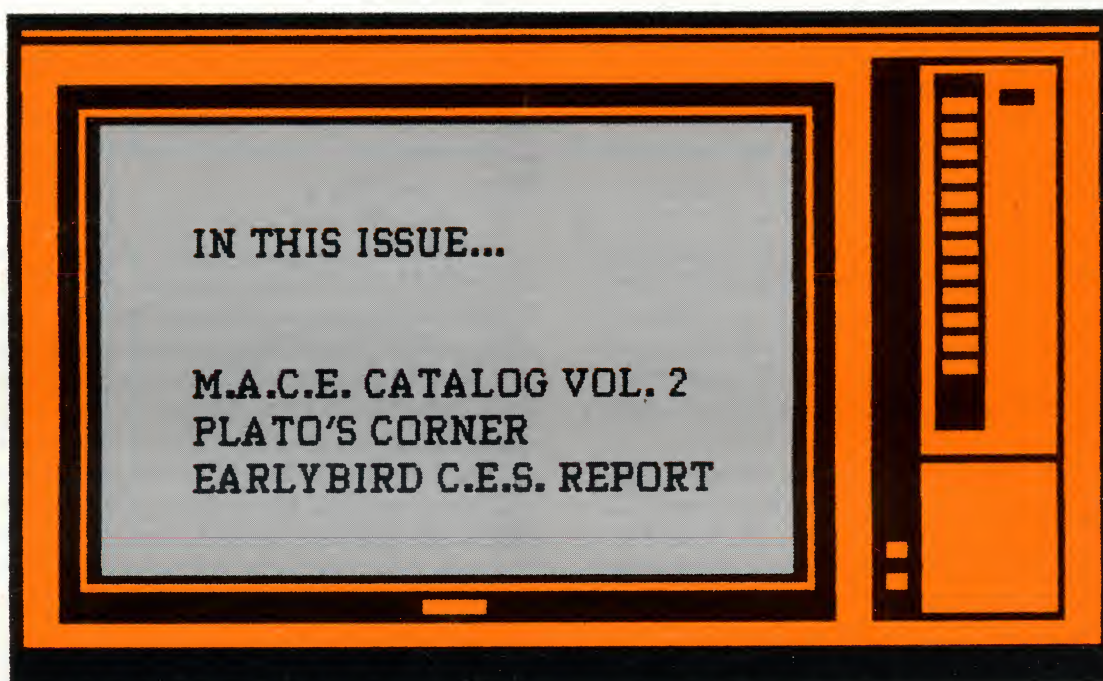
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January, 1984

Vol. 4 NO. 1

# M.A.C.E. JOURNAL

*"Devoted Exclusively To The Atari Computer User"*



**Published by the Michigan Atari Computer Enthusiasts**

## EDITORIAL

By Marshall S. Dubin

### WHATS NEW IN BOOKS?

Lately I have been getting copies of new book releases from the RESTON Publishing Company in Reston Virginia. It seems the folks at Reston have been releasing many new and very informative books for Atari users. Here is a spotlight on what is new in the way of Atari related books.

### ADVENTURES WITH THE ATARI

By Jack Hardy  
Reston Publishing, \$14.95

This book will show you how to become the ultimate Dungeon Master by creating your own adventures on your Atari. Part 1 provides a brief explanation of the basic steps involved in creating computer adventures, followed by six actual adventures you can study, input, and play.

Included are three interactive adventures (part 2) and three graphic adventures (part 3), one in each of the Atari PILOT, Microsoft BASIC, and Atari BASIC languages. (For the sake of brevity, a rudimentary knowledge of computer languages is assumed).

Finally, part 4 offers instructions and programs to guide you in creating your own computer adventure. Appendices include complete program listings for the six games presented in the book, plus additional information which will help you get the most out of your Atari computer and enhance your adventure-making skills.

Available locally or order from RESTON (800)336-0338.

### RAINY DAY ACTIVITIES FOR THE ATARI

By Nancy Mayer  
Reston Publishing, \$12.95

Turn the Atari computer into a toy store! Rainy Day Activities for the Atari contains programs for 50 games of music, art, letters and numbers for kids 3 to 9.

Program listings are short so parents or older children can quickly enter them on the

terminal. No programming experience is necessary---just the ability to read!

Several games require only the ability to hold and move a joystick. Others require a little more coordination or some knowledge of letters or numbers. For a few games, the child needs the ability to read or the help of an adult.

All games can be played with one or two players, and the level of difficulty can be adjusted to each child's ability.

Available locally or order from RESTON (800)336-0338.

### DESIGNS FROM YOUR MIND -

with Atari Graphics

By Tom Rowley  
Reston Publishing

"Whether we are aware of it or not, we are all artists and have accumulated a store of unique experiences and perceptions ready to be translated into creative expressions..."

Tom Rowley has found the key to release those creative urges. Designs From Your Mind will help you to unlock the secrets of Atari graphics in a painless, informative way. The book is divided into two parts: Part one introduces shapes, colors, and screen design. It does not require extensive computer background. Part two deals with advanced graphics techniques.

In addition to a fine tutorial approach, the book offers many useful appendices, charts, tables, and program routines. If you are serious about learning and getting the most out of Atari graphics, this is the book for you!

Available locally or order from RESTON (800)336-0338.

### FRONT COVER

This month's front cover was created using HUMPTY DUMP, a screen dump program by Kid's Stuff Software.



# ATARI AND THE WINTER C.E.S.

By Mike Lechkun

The Winter Consumer Electronics Show (or CES as it has come to be known as) was held this past January 7th thru 10th. Las Vegas, Nevada was its host as it has been in the past 12 or so years. And also the South Nevada Atari Computer Club have been hosts to members of MACE when we have been out there. Special thanks go out to Rick Rowland and Steve Philipott of SNACC for an enjoyable time in the city of gambling. Their hospitality is appreciated and most welcomed!

This was truly the year of the telephone at CES. How's that for an understatement! Actually there were phones of every kind, shape, size, color, race, creed and ethnic origin imaginable. Who says AT&T is the only one to benefit from divestiture?

Also on display was the newest in satellite technology, stereo and video, sound and sights, robots and most everything electronic. It seems most everyone had something new to show, except...

## First the GOOD news

Well, ATARI did show up. Their user-group support people didn't show because of budgetary problems. That made it real hard to get any straight answers. Or any answers at all. The emphasis was on "cut the baloney and sell the computers." And that they did. Sort of.

## Now the BAD news

There will be no 1400XL computer. Atari has instituted a new policy promising not to show anything unless it is ready to be shipped to the consumers. I suppose there is optimism in that there will be no more lifting of hopes only to have them dashed. At any rate, the 1400XL was not shown. Also not shown was the CP/M adaptor or the expansion box. Whether those will see the light of your neighborhood computer store or not remains to be seen. At least with an ATARI logo on the box.

Nothing new in the way of hardware was shown, but a few re-introductions were made. The Atari Light Pen has resurfaced, as well as the Atari Graphics (Touch) Tablet. The latter has an uncanny resemblance to the Koala Pad. The same company that helped Koala develop the software for it also aided Atari in theirs. Another re-introduction was the Atari 1450XL computer. But this one's real iffy. There were two working prototypes on display. That means they made one more since the last CES. A staggering production rate to say the least! No one would say when or if the 1450XL would be produced, but my quasi-reliable source says we'll see the 1450XL about mid year 1984.

The future of Atari as a company is a real mixed bag. North American Phillips will NOT buy Atari from their parent company, (the blunder-, er, wonderful) WARNER COMMUNICATIONS, INC. Nolan Bushnell will NOT buy Atari back. Even Rupert Murdoch doesn't want to be bothered by them (or so I've heard). That dispells those rumors. In an address to a group of interested investors, James Morgan, Atari's chairman and C.E.O. spoke of the company's future. In a way, he established some priorities for the company. Atari will be profitable in 1984. Maybe not first quarter, maybe not second quarter. But when the diapered babe of '85 appears, from his pen will flow black ink. Mr. Morgan also granted an interview which will be printed in the March '84 ANTIC magazine that stated the following: "ATARI IS IN THE COMPUTER BUSINESS TO STAY." However, the priorities of the company, in this reporters eyes seem to be the following: #1 answer to the stockholders, and #2 deal with the computer owners. Quoting Morgan, "we're poised to be a reliable creator and manufacturer of products the consumer wants." Or in other words, products with mass appeal will get the nod. CP/M Boxes, 256K, and other curiosities like that will sit on the R & D department's shelf for quite a while. Afterall, "it's absolutely nonproductive to sell something just because you can make it, as opposed to selling something because someone wants it." Well, one more comment to beat this topic to death. Atari seeks to find a product as innovative as the VCS was when it was new and expensive. Thus the reason for the absence of AtariTel.



Drifting away from commentary and into the facts! AtariLab science experiment sets will come out in '84 along with some new software! Synapse and Atari will introduce their new SynApps applications package starting in February and going on into '84. Synapse also introduced Slamball (another video pinball game), Rainbow Walker and Encounter, three new games and announced that Dimentation X will finally be available for the Atari. I was impressed by Electronic Arts new Music Construction Kit. It will be out "in two weeks." Sega announced release of another Star Trek game "The Search for Spock" to be released in June with the movie of the same name.

A newly formed company called DATABAR Corporation has produced a bar code reader input device for the ATARI. Their new device called "Oscar" will read lines of UPC type bar code and input though the normal cassette system commands (CLOAD, RUN"C:). They promise oodles of software to boot (sic). They will produce Oscar's for other computers after the Atari version is on the market.

Media news! Polaroid, Memorex, Fuji, and TDK all introduced new tape and disk media for the home computer user. For you telecommunicators, TG Products introduced their TCM-300 & ICI 1200 Intellegent Communication Interface (modem), designed to compete with the folks over at Hayes in both design and price.

### Some conclusions

All in all, despite what you have read above, it was a pretty tame show this year. Some shaking-out, some re-evaluations, and some changes will take place during the year. Many more new products will be unveiled at the Chicago show this summer. And the MACE JOURNAL will be there to bring you the latest when it happens!

### PRESIDENTIAL RAMBLINGS

January, 1984. The New Year. The Year of Orwell. I think that if I hear that one more time, I'm gonna puke! But seriously, there is a lot to think about for the coming year. Where ATARI stands for the coming year.

Where MACE stands, as well. We tend to put on a good front up there at the monthly meeting, but behind the scenes, this ship is sinking fast. It's the same people who always volunteer to help out. Not that I'm knocking that, but we'd sure like to see some new faces and names in addition to "the regulars." Tired of seeing my name on the by-line of this (or any) column? Contribute to the JOURNAL! It won't take much to push me off this page. Review a game or a book. There are no style requirements. Tell in your own words, however long (or short!) it takes. But come forward, folks! This is your user-group and your Journal as well. It's as good as you make it, and I know it can be excellent.

I'll close with a look back from wence we came. And I promise this is the last 1983-Year-in-Review you'll have to endure from anyone again! My thanks to EPYX software for this review.

JAN - Remember the Atari stock sell off? To some of us we were still trying out our new computer from last month

FEB - Warner reports 56% drop in fourth quarter earnings.

MAR - DataAge (VCS 2600) files Chapter 11 (bankruptcy protection)

APR - U S Games (VCS 2600) goes bye bye, and closes up shop.

MAY - Milton Bradley's VECTREX puts Bradley in red.

JUNE - Texas Instruments projects \$100 million loss for quarter. Stock drops 39 points. Atari unveils four new computers.

JULY - Mattel (Intellelevision) projects \$100 million loss for first half.

AUG - ATARI reports \$310 million loss for quarter. Wow!

SEPT - Mattel announces \$156 million loss for first half. A \$30 Atari 400 computer emerges as rebate fever takes hold.

OCT - Activision announces \$4.1 million loss for quarter & lays off people. T. I. exits home computer biz, dumps inventory at \$50-\$75 a pop.

NOV - 20th Century Fox and their "games of the century" closes doors.

DEC - Activision reports 3rd quarter loss.

In the words of the Count, oooooh! That's scary! But fear not. It can't get much worse.

Maybe. See you next month.

## SINCE YOU ASKED ...

By Kathy & Tom Sturza

**Q:** What Special Interest Groups (SIG) are active?

**A:** For information on the following groups call: Assembler SIG-Todd Meitzner (313) 542-1752; Education SIG-Mark Davids (313) 774-9709; Telecommunications SIG-Robin Ward (313) 525-7360; Forth SIG-Tom Chrapkiewicz (313) 772-8291. [NOTE: Any other SIG chairpersons should contact Tom Sturza (313) 477-2345 to be included in future SIG lists.]

**Q:** People that buy tape cassette programs through MACE, and then purchase a disk unit, should be given credit when purchasing the same programs on diskette.

**A:** It's true many cassette owners go on to buy disk units. However, MACE does not have the resources to handle a trade-in system. Also, checking each cassette to be sure it is in proper working order would be impossible to do at the meetings. MACE unclassified ads are available to those members who wish to sell their no longer needed items.

From Mitchell Rohde

**Q:** Make instructions for each cassette/disk.

**A:** MACE officers do not have the time available to accomplish what you ask. This is a continuing request from our members. Perhaps you and/or other MACE members would be willing to form a SIG to accomplish this task. If you are interested, leave your name and phone number in the MACE Suggestion Box.

**Q:** Proofread the newsletter. Typos are running rampant!

**A:** There have been many problems in getting the newsletter put together because of changing editors. Your suggestion has been passed along to the new editor.

From B. Maynard

**Q:** You should show the next month's agenda in the MACE magazine and/or on the wall at meetings. Review the agenda at the start of each meeting, with the approx. starting time of each item. Start on time.

**A:** As you may have noticed at the last meeting, that night's agenda was posted by the side entrance of the pavillion. The proposed agenda for the last few months was printed in the MACE Journal. At least a week before meetings, the agenda is listed on local BBS's and some local area newspapers. I will continue this policy as long as the proposed agenda is available to me in time for printing. As stated before, the tables open at 7:00 and the meeting begins at 7:30.

From Harold McCullough

**Q:** I am interested in basic for beginners.

**A:** Starting with this month's meeting, MACE will try to include the topic of Basic for Beginners in the meeting agenda. Many of our advertisers offer various Basic classes (for a fee) which may offer the information you desire. As of this writing the following stores offer Atari classes: Basic Bits 'n' Bytes; The Computer Cellar; Micro Chip; Micro Station; and Rite Way Enterprises.

**Q:** Why not pay the officers?

**A:** Good question. Many people do not realize how much work is involved in some of the offices. Perhaps if officers were paid for their jobs, more people would be interested in helping MACE. What do you think?

From Ruth Gorishek

**Q:** How about a software swap night? Have people bring in things they no longer want.

**A:** Sounds like an interesting idea. This would have to be done in such a way as to not interfere with the meeting. Also, it MUST be for original purchased merchandise, NOT copies. MACE does not condone pirating of any kind. If interested in organizing such a swap, please leave your name and phone number in the MACE Suggestion Box.

**Q:** I think that you should hold meetings more often.

**A:** I'm glad you enjoy the meetings so much you want more. However, the time and money involved prohibits more than one a month. Perhaps joining a SIG will help.

From Brian Kohn

**Q:** In addition to Pepsi, why not buy Towne Club to give more variety at less cost?

**A:** To keep things simple and less confusing, we limit the sales to Pepsi (which we buy at a discount) and coffee. Too many choices sometimes create waste at the evenings end.

From Marcia Slater

**Q:** The new membership cards are very nice, but could zipcodes be included on them for ease with the newsletters?

**A:** We'll pass this suggestion on when the next batch of cards is printed. Until then, maybe MACE members can put their zipcode on their own cards.

From Joe Member

**Q:** Get away from the cheap stuff and have some REAL give-a-ways like cars, computers. 400's are only \$35.

**A:** As a non-profit organization we rely on our advertisers to donate door prizes for the May, Sept., and Dec. meetings. If the budget ever shows a great surplus we'll consider this idea.

## COMING ATTRACTIONS FEBRUARY 21st Meeting

Because of the holidays and an early printing date, not all of the agenda will be listed this month. Here's the tentative schedule.

- Business meeting
- Advanced Music System demo
- Game demos
- Data Perfect demo
- BASIC FOR BEGINNERS

Tom Sturza  
Program Coordinator

\*\*\*\*\*

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\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ AA	AMODEM42	YOU NEED A MODEM	UTIL	10	BASIC	065
AA	BIGFAST	LARGE LETTER ON SCREEN	DEMO	8	BASIC	007
AA	FIRSTAID	DOCTORS ADVICE	EDUC	9	BASIC	087
AA	FROGGIE.OBJ	UNBELIEVABLE ! ! !	GAME	10+	OBJ	040
AA	FROGGMOD	DATA FILE FOR FROGGIE	GAME	NA	OBJ	002
AA	MANIAC.OBJ	SHOOT YOUR WAY OUT	GAME	10	OBJ	032
AA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	009
AA	OILGAME	DRILL FOR OIL	GAME	9	BASIC	100
AA	POWER	YOU ARE THE GENERAL	STRAT	7	BASIC	062
AA	SOUNDEMO	USE YOUR PADDLES	DEMO	8	BASIC	012
AA	SPEDEMON	DRIVE CAR THRU COURSE	GAME	8	BASIC	051
AA	SPLINE	DRAW CURVED LINES	DEMO	7	BASIC	020
AA	SUNRISE	REVISED SUNSET	DEMO	9	BASIC	022

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ BA	BALLOONS	SHOOT FLYING OBJECTS	GAME	10	BASIC	090
BA	BUMBOOG.DAT	BUMBOOG.PLA DATA FILE	DEMO	10	BASIC	056
BA	BUMBOOG.PLA	MUSIC BY POKEY PLAYER	DEMO	10	BASIC	086
BA	CAMEL	TAKE A WALK	STRAT	7	BASIC	070
BA	COMMANDS	ABBREVIATIONS--ATARI	PRG AID	8	BASIC	015
BA	DRAWGTIA	DRAW WITH JOYSTICK	DEMO	8	BASIC	017
BA	GTIADEMO	GOOD EFFECTS	DEMO	9	BASIC	010
BA	MAGIC	3-D EFFECTS	DEMO	10+	BASIC	019
BA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	021
BA	PIXELSAV	RETRACES YOUR PATH	DEMO	8	BASIC	010
BA	POLY5	USE WITH ADV MUSIC SYS	DEMO	10	BASIC	027
BA	RNDNUMBR.REV	PICKS RANDOM NUMBER	DEMO	8	BASIC	008
BA	SCREENDU.MP	SCREEN TO PRINTER	DEMO	8	BASIC	011
BA	SPASOUND	SPACE SOUNDS	DEMO	6	BASIC	007
BA	THEARC	SHORT DEMO	DEMO	7	BASIC	004
BA	THUNDERB.IRD	BREAKOUT TYPE	GAME	10	BASIC	067

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ CA	ADDITION	LEARN TO ADD	EDUC	9	BASIC	021
CA	AUTORUN.MKR	MAKES AN AUTORUN.SYS	UTIL	10	BASIC	026
CA	BOGGLER	5 IN ROW WINS-2 PLAYER	GAME	8	BASIC	026
CA	CLOSEOUT	GO SHOPPING FOR DOTS	GAME	7	BASIC	056
CA	COUNT	LEARN TO COUNT	EDUC	9	BASIC	029
CA	FILLERUP.BAS	BUILD WATER RESERVOIRS	GAME	10	BASIC	067
CA	FILLERUP.OBJ	BUILD WATER RESERVOIRS	GAME	10	OBJ	026
CA	HARVY.OBJ	GRAB #'S SHOOT WALLS	GAME	10	OBJ	013
CA	HOLLYMED.OBJ	MUSIC PLUS 3-D ROADWAY	DEMO	9	OBJ	063
CA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	011
CA	MUNCHERS	AVOID THE MUNCHERS	GAME	9	BASIC	048
CA	SIMON	FOR PRE SCHOOL AGE	GAME	8	BASIC	015
CA	SORT	SORTING ROUTINE	UTIL	10	BASIC	007
CA	STUNTMAN	MAN IN BUILDING	GAME	7	BASIC	054
CA	SUBTRACT	LEARN TO SUBTRACT	EDUC	9	BASIC	021
CA	SYSTAT	CHECK OUT YOUR SYSTEM	UTIL	9	BASIC	031
CA	WRITER	PRE SCHOOL TYPE TUTOR	EDUC	9	BASIC	009

\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ DA	BLOCKADE	BLOCK YOUR PARTNER	GAME	8	BASIC	021
DA	CHOPSTKS.MUS	EVERYONE KNOW THIS	DEMO	8	BASIC	012
DA	CRICKETS	ANOTHER GREAT!!!	GAME	10+	BASIC	095
DA	DEFEND.OBJ	DEFEND YOUR PLANE	GAME	10+	OBJ	013
DA	EGGS	CATCH THEM OR SPLATTT!	GAME	8	BASIC	052
DA	HOUSETOP.MBD	DATA FILE FOR SANTAMUS	DEMO		BASIC	005
DA	JAZZ.MUS	READ THE TITLE	DEMO	8	BASIC	015
DA	KNIGHT	YES THERE IS A WAY OUT	GAME	8	BASIC	091
DA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	034
DA	SANTA	DATA FILE FOR SANTAMUS	DEMO		BASIC	056
DA	SANTA.MUS	ONE OF THE BEST	DEMO	10+	BASIC	056
DA	TIMETRLS	DRIVE A RACECAR	GAME	10+	BASIC	058



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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ EA	ATARI .BAS	INSIDE ATARI BASIC	PRG AID	10	BASIC	032
EA	IAB102	PAGE 102	PRG AID	10	BASIC	006
EA	IAB103	PAGE 103	PRG AID	10	BASIC	006
EA	IAB115	PAGE 115	PRG AID	10	BASIC	004
EA	IAB117	PAGE 117	PRG AID	10	BASIC	003
EA	IAB118	PAGE 118	PRG AID	10	BASIC	004
EA	IAB128	PAGE 128	PRG AID	10	BASIC	003
EA	IAB131	PAGE 131	PRG AID	10	BASIC	005
EA	IAB131B	PAGE 131	PRG AID	10	BASIC	005
EA	IAB132	PAGE 132	PRG AID	10	BASIC	002
EA	IAB133	PAGE 133	PRG AID	10	BASIC	003
EA	IAB134	PAGE 134	PRG AID	10	BASIC	002
EA	IAB135	PAGE 135	PRG AID	10	BASIC	008
EA	IAB136	PAGE 136	PRG AID	10	BASIC	003
EA	IAB137	PAGE 137	PRG AID	10	BASIC	004
EA	IAB138	PAGE 138	PRG AID	10	BASIC	006
EA	IAB140	PAGE 140	PRG AID	10	BASIC	003
EA	IAB145	PAGE 145	PRG AID	10	BASIC	004
EA	IAB150	PAGE 150	PRG AID	10	BASIC	003
EA	IAB153	PAGE 153	PRG AID	10	BASIC	002
EA	IAB157	PAGE 157	PRG AID	10	BASIC	007
EA	IAB158	PAGE 158	PRG AID	10	BASIC	004
EA	IAB159	PAGE 159	PRG AID	10	BASIC	005
EA	IAB160	PAGE 160	PRG AID	10	BASIC	008
EA	IAB161	PAGE 161	PRG AID	10	BASIC	002
EA	IAB162	PAGE 162	PRG AID	10	BASIC	002
EA	IAB163	PAGE 163	PRG AID	10	BASIC	006
EA	IAB164	PAGE 164	PRG AID	10	BASIC	004
EA	IAB165	PAGE 165	PRG AID	10	BASIC	006
EA	IAB166	PAGE 166	PRG AID	10	BASIC	002
EA	IAB167	PAGE 167	PRG AID	10	BASIC	003
EA	IAB169	PAGE 169	PRG AID	10	BASIC	003
EA	IAB170	PAGE 170	PRG AID	10	BASIC	002
EA	IAB171	PAGE 171	PRG AID	10	BASIC	006
EA	IAB172	PAGE 172	PRG AID	10	BASIC	003
EA	IAB173	PAGE 173	PRG AID	10	BASIC	002
EA	IAB174	PAGE 174	PRG AID	10	BASIC	005
EA	IAB174B	PAGE 174	PRG AID	10	BASIC	004
EA	IAB174C	PAGE 174	PRG AID	10	BASIC	003
EA	IAB48	PAGE 48	PRG AID	10	BASIC	003
EA	IAB51	PAGE 51	PRG AID	10	BASIC	003
EA	IAB53	PAGE 53	PRG AID	10	BASIC	003
EA	IAB54	PAGE 54	PRG AID	10	BASIC	004
EA	IAB55	PAGE 55	PRG AID	10	BASIC	004
EA	IAB56	PAGE 56	PRG AID	10	BASIC	005
EA	IAB57	PAGE 57	PRG AID	10	BASIC	002
EA	IAB58	PAGE 58	PRG AID	10	BASIC	003
EA	IAB59	PAGE 59	PRG AID	10	BASIC	006
EA	IAB61	PAGE 61	PRG AID	10	BASIC	003
EA	IAB62	PAGE 62	PRG AID	10	BASIC	003
EA	IAB63	PAGE 63	PRG AID	10	BASIC	004
EA	IAB68	PAGE 68	PRG AID	10	BASIC	002
EA	IAB69	PAGE 69	PRG AID	10	BASIC	007
EA	IAB72	PAGE 72	PRG AID	10	BASIC	005
EA	IAB73	PAGE 73	PRG AID	10	BASIC	011
EA	IAB78	PAGE 78	PRG AID	10	BASIC	004
EA	IAB79	PAGE 79	PRG AID	10	BASIC	002
EA	IAB80	PAGE 80	PRG AID	10	BASIC	003
EA	IAB82	PAGE 82	PRG AID	10	BASIC	003
EA	IAB89	PAGE 89	PRG AID	10	BASIC	004
EA	IAB90	PAGE 90	PRG AID	10	BASIC	006

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ FA	README.1ST	READ BEFORE USING !!!	INFO		BASIC	008
FA	ATARI3D.CAS	CASSETTE VERSION	DEMO	10	BASIC	014
FA	ATARI3D.DSK	MERGE WITH SHAPTAB	DEMO	10	BASIC	004
FA	ATARI3D.SHP	DATA FILE FOR ATARI3D	UTIL	10	BASIC	004
FA	DATAMAKR.CAS	DATA GENERATOR	UTIL	10	BASIC	010
FA	DEMG9.CAS	CASSETTE VERSION	DEMO	10	BASIC	006
FA	DEMG9.DSK	MERGE WITH SHAPTAB	DEMO	10	BASIC	004
FA	DEMG9.SHP	DATA FILE FOR DEMG9	UTIL	10	BASIC	002
FA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	012
FA	SHAPEDIT	CREATE YOUR OWN SHAPES	UTIL	10	BASIC	052
FA	SHAPEDIT.CAS	CASSETTE VERSION	UTIL	10	BASIC	067
FA	SHAPEDIT.DOC	SHAPEDIT INSTRUCTIONS	INFO	10		053
FA	SHAPEDIT.USR	DATA FILE FOR SHAPEDIT	UTIL	10	BASIC	005
FA	SHAPTAB	MASTER SHAPETAB FILE	UTIL	10	BASIC	007
FA	SHAPTAB.DOC	SHAPTAB INSTRUCTIONS	INFO	10		118
FA	SHAPTAB.LST	SHAPETAB LISTED FILE	UTIL	10	BASIC	007
FA	USESHAPE.DOC	HOW TO USE SHAPE	INFO	10		030

\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
GA	ALOAD.32K	AUTOLOAD 32K	UTIL	10	BAS A+	003
GA	ALOAD.40K	AUTOLOAD 40K	UTIL	10	BAS A+	003
GA	ALOAD.48K	AUTOLOAD 48K	UTIL	10	BAS A+	003
GA	ALOAD.ASM	AUTOLOAD ASM	UTIL	10	BAS A+	051
GA	BPATCH.SAV	UPDATE BASIC A+ TO 3.4	UTIL	10+	BAS A+	025
GA	BRUSH.DEM	SHOW AND TELL	DEMO	10	BAS A+	006
GA	DECHEX.DEM	DEC TO HEX CONVERSION	UTIL	10	BAS A+	003
GA	DEMO.COM	COMMAND FILE	UTIL	10	BAS A+	048
GA	DEMO.SAV	INSTRUCTIONS	INFO	10	BAS A+	006
GA	DUPFILE.COM	COMMAND FILE	UTIL	10	BAS A+	013
GA	EGGS.DEM	USES JOYSTICK	GAME	10	BAS A+	021
GA	FREUD.DEM	ANALYSIS ALA ELIZA	GAME	10	BAS A+	074
GA	HEXDEC.DEM	HEX TO DEC CONVERSION	UTIL	10	BAS A+	003
GA	MDRIVER.ASM	MEMORY(M:) AS A DEVICE	UTIL	10	BAS A+	066
GA	MDRIVER.COM	COMMAND FILE	UTIL	10	BAS A+	002
GA	PHOOK.ASM	HOOKS PRINTER TO SCRIN	UTIL	10	BAS A+	020
GA	PHOOK.COM	COMMAND FILE	UTIL	10	BAS A+	002
GA	PICOADV.DEM	SMALL ADVENTURE	STRAT	10	BAS A+	127
GA	RENUM.32K	RENUMBER 32K	UTIL	10	BAS A+	005
GA	RENUM.40K	RENUMBER 40K	UTIL	10	BAS A+	005
GA	RENUM.48K	RENUMBER 48K	UTIL	10	BAS A+	005
GA	RENUMBER.DEM	RENUMBER PROGRAM	DEMO	10	BAS A+	065
GA	SHIP.DEM	SHOW AND TELL	DEMO	10	BAS A+	009
GA	STOMP.DEM	ARROW KEYS W/O CONTRL	GAME	10	BAS A+	065
GA	XREF.DEM	VAR CROSS REFERENCE	UTIL	10	BAS A+	043

\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ HA	ATARI400	DRAW ATARI 400	DEMO	10	BASIC	045
HA	BATGIRL.PTR	USE YOUR PRINTER	DEMO	8	BASIC	048
HA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	015
HA	NUDE.PTR	ALMOST 'X' RATED	DEMO	10	BASIC	083
HA	RAQUEL.PTR	USE YOUR PRINTER	DEMO	9	BASIC	073
HA	SCIQUIZ	QUIZ TYPE GAME	EDUC	8	BASIC	049
HA	SPEAKER	INTERNAL SPEAKER DEMO	DEMO	7	BASIC	006
HA	STARBLAS.ER	DEFENDER TYPE	GAME	9	BASIC	053
HA	TIGER.BAS	JOYSTICK REQUIRED	GAME	7	BASIC	058
HA	WILDWEST	USE YOUR PADDLES	GAME	10+	BASIC	065



\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ IA	README.1ST	READ BEFORE USING TERM	INFO	10	BASIC	007
IA	AUTORUN.BBS	TERMINAL AUTORUN.SYS	UTIL	10	OBJ	005
IA	CHEMICAL.FNT	DATA FILE FOR FONTFLIP	UTIL	10	FILE	009
IA	COMPUTER.FNT	DATA FILE FOR FONTFLIP	UTIL	10	FILE	009
IA	DEFLECT	KEYBOARD BOUNCE	GAME	9	BASIC	024
IA	EZTRANS	ENERGIZE TRANSPORTER	DEMO	10+	BASIC	043
IA	FANCY.FNT	DATA FILE FOR FONTFLIP	UTIL	10	FILE	009
IA	FONTFLIP	CHANGE FONTS EASILY	UTIL	10+	BASIC	017
IA	FUNC	FILE FOR TERMINAL PROG	UTIL	10	FILE	002
IA	GREEK.FNT	DATA FILE FOR FONTFLIP	UTIL	10	FILE	009
IA	HEBREW.FNT	DATA FILE FOR FONTFLIP	UTIL	10	FILE	009
IA	HELP	FILE FOR TERMINAL PROG	UTIL	10	FILE	005
IA	HIERO.FNT	DATA FILE FOR FONTFLIP	UTIL	10	FILE	009
IA	JERRY.FNT	DATA FILE FOR FONTFLIP	UTIL	10	FILE	009
IA	JIGSAW.FNT	DATA FILE FOR FONTFLIP	UTIL	10	FILE	009
IA	JUMPMACK	LADDER TYPE/JOYSTICK	GAME	9	BASIC	032
IA	MATH.FNT	DATA FILE FOR FONTFLIP	UTIL	10	FILE	009
IA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	016
IA	MINIAMIS.BBS	TERMINAL PROGRAM	BASIC	10	BASIC	065
IA	MINIAMIS.DOC	INSTRUCTIONS	INFO	9	FILE	015
IA	MXLIST.BAS	MX PRINTER PROG	UTIL	8	BASIC	024
IA	MXLIST.LST	LISTED VERSION MXLIST	UTIL	8	BASIC	024
IA	MXLIST.OBJ	MACH LANG MXLIST	UTIL	8	OBJ	061
IA	NEWU	FILE FOR TERMINAL PROG	UTIL	10	FILE	002
IA	ONEON.ONE	BOUNCE TYPE/2 PLAYER	GAME	9	BASIC	032
IA	STARTUP.BBS	PART OF TERMINAL PROG	UTIL	10	OBJ	007
IA	VARIABLE.LST	LIST VARIABLES P/D	UTIL	9	BASIC	013
IA	WELC	FILE FOR TERMINAL PROG	UTIL	10	FILE	003

\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
JA	ANTI	DATA FILE	GAME	8	FILE	005
JA	BANK	DATA FILE	GAME	8	FILE	005
JA	BOAT	DATA FILE	GAME	8	FILE	005
JA	BRID	DATA FILE	GAME	8	FILE	005
JA	CIRC	DATA FILE	GAME	8	FILE	005
JA	COND	DATA FILE	GAME	8	FILE	005
JA	FIRE	DATA FILE	GAME	8	FILE	005
JA	GOLF	DATA FILE	GAME	8	FILE	005
JA	HAMB	DATA FILE	GAME	8	FILE	005
JA	HOUS	DATA FILE	GAME	8	FILE	003
JA	INFL.CAS	CASSETTE VERSION	GAME	8	BASIC	178
JA	INFLATIO	1-6 PLAYERS/JOYSTICK	GAME	8	BASIC	157
JA	MALL	DATA FILE	GAME	8	FILE	003
JA	MENU	INSTRUCTIONS & RULES	INFO	8	BASIC	046
JA	MINE	DATA FILE	GAME	8	FILE	004
JA	PICT	DATA FILE	GAME	8	FILE	004
JA	PICT.SVE	CREATE PICTURES	UTIL	9	BASIC	005
JA	REAC	DATA FILE	GAME	8	FILE	005
JA	REFI	DATA FILE	GAME	8	FILE	005
JA	REST	DATA FILE	GAME	8	FILE	005
JA	TRAI	DATA FILE	GAME	8	FILE	005
JA	TRUC	DATA FILE	GAME	8	FILE	005

\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
KA	ANIMAL	GREAT GAME FOR ALL	GAME	10	BASIC	039
KA	ANIMAL.DAT	SAVE YOUR MASTER FILE	DATA	10	FILE	002
KA	ANIMAL.INS	INSTRUCTIONS	INFO		BASIC	009
KA	ANIMDAT.STA	INITIALIZE DATA FILE			BASIC	005
KA	JUGGLER	JUGGLE BALLS	GAME	6	BASIC	044
KA	LAUNCH	SHOOT SPACESHIPS	GAME	9	BASIC	060
KA	LUNARLDR	LAND YOUR SPACESHIP	GAME	6	BASIC	048
KA	MENU	DISK DIR	UTIL	6	BASIC	005
KA	PANTHER.PTR	PICTURE OF PANTHER	DEMO	6	BASIC	038
KA	POLYGON.FIL	STRANGER BY THE RIVER	DEMO	8	BASIC	031
KA	SPACECDT	SAVE THE PEOPLE	GAME	8	BASIC	071
KA	SPIDER	DRAW WITH JOYSTICK	DEMO	9	BASIC	016
KA	STELLAR	SHOOT THE INVADERS	GAME	7	BASIC	050
KA	YAHTZEE	GOOD WORKING VERSION	GAME	10	BASIC	068



\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ LA	BEE.V	MUSIC	DEMO	10	FILE	013
LA	BLUES.V	MUSIC	DEMO	10	FILE	001
LA	BUMBOOG.V	MUSIC	DEMO	10	FILE	016
LA	CAPRICIO.V	MUSIC	DEMO	10	FILE	017
LA	CLAV.V	MUSIC	DEMO	10	FILE	010
LA	COMPILER	READ INSTRUCTIONS	UTIL	10	BASIC	043
LA	DPLAYER	POKEY PLAYER AUG 83	UTIL	10	BASIC	022
LA	DPLAYER.DAT	DATA FILE	UTIL	10	FILE	007
LA	EDITOR	REVISED AUGUST 83	UTIL	10	BASIC	146
LA	ENTERTN.V	MUSIC	DEMO	10	FILE	005
LA	FACE.V	MUSIC	DEMO	10	FILE	003
LA	FAIR.V	MUSIC	DEMO	10	FILE	009
LA	GLOWWORM.V	MUSIC	DEMO	10	FILE	002
LA	GMF.V	MUSIC	DEMO	10	FILE	021
LA	GV1.V	MUSIC	DEMO	10	FILE	008
LA	HBDAY.V	MUSIC	DEMO	10	FILE	002
LA	HIGHNOON.V	MUSIC	DEMO	10	FILE	008
LA	IBELIEVE.V	MUSIC	DEMO	10	FILE	004
LA	IFYOUCAN.V	MUSIC	DEMO	10	FILE	003
LA	INFO	INFORMATION	DEMO	10	BASIC	005
LA	INFO.TXT	DATA FILE	DEMO	10	FILE	077
LA	LONDON.V	MUSIC	DEMO	10	FILE	003
LA	LOVING.V	MUSIC	DEMO	10	FILE	007
LA	MANGER.V	MUSIC	DEMO	10	FILE	002
LA	MATHILDA.V	MUSIC	DEMO	10	FILE	003
LA	MEANDBOB.V	MUSIC	DEMO	10	FILE	006
LA	MUSETTE.V	MUSIC	DEMO	10	FILE	003
LA	OLITTLE.V	MUSIC	DEMO	10	FILE	002
LA	POLKSALA.V	MUSIC	DEMO	10	FILE	003
LA	PPDEMO	POKEY PLAYER DEMO	DEMO	10	BASIC	041
LA	RITWRONG.V	MUSIC	DEMO	10	FILE	004
LA	ROCKCAS.V	MUSIC	DEMO	10	FILE	011
LA	SCIP10.V	MUSIC	DEMO	10	FILE	005
LA	SHERIFF.V	MUSIC	DEMO	10	FILE	004
LA	SONATA3.V	MUSIC	DEMO	10	FILE	013
LA	STARWARS.V	MUSIC	DEMO	10	FILE	004
LA	STORYEND.V	MUSIC	DEMO	10	FILE	005
LA	SUNSHINE.V	MUSIC	DEMO	10	FILE	008
LA	TENDER.V	MUSIC	DEMO	10	FILE	002
LA	TEXAS.V	MUSIC	DEMO	10	FILE	004
LA	TITLES	TITLES	UTIL	10	BASIC	005
LA	TITLES.TXT	INFORMATION	DEMO	10	FILE	027
LA	TPIF.V	MUSIC	DEMO	10	FILE	009
LA	VADER.V	MUSIC	DEMO	10	FILE	003
LA	VMERGE	READ INSTRUCTIONS	UTIL	10	BASIC	005
LA	WABASH.V	MUSIC	DEMO	10	FILE	003
LA	WALL.V	MUSIC	DEMO	10	FILE	009
LA	WATER.V	MUSIC	DEMO	10	FILE	003
LA	WHYME.V	MUSIC	DEMO	10	FILE	003
LA	YESTERDY.V	MUSIC	DEMO	10	FILE	003

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ MA	BASECVT	CONVERT BASE #'S	BASIC	10	UTIL	032
MA	DEFLECTR	USE / KEY TO DEFLECT	GAME	9	BASIC	024
MA	DIGIDRFT	USE J/STK TO DRAW	UTIL	10+	BASIC	071
MA	FLAG	US FLAG WITH MUSIC	DEMO	8	BASIC	022
MA	GRENHOLE	GTIA GREEN HOLE	DEMO	10	BASIC	011
MA	HAWKS	LOOKING FOR FOOD	GAME	8	BASIC	053
MA	HEARTS	CHANGE THEIR POSITION	GAME	6	BASIC	036
MA	HORSRACE	NO GRAPHICS	GAME	5	BASIC	024
MA	LINEDLT.LST	MASS DELETE LINES	UTIL	10	BASIC	006
MA	MENU	USE JOYSTICK TO RUN	UTIL	6	BASIC	011
MA	NSLAUGHT.OBJ	SPACE GAME	GAME	10+	OBJ	042
MA	OTHELLO	CAPTURE OPPONENT	GAME	8	BASIC	047
MA	STATES	STATES AND CAPITALS	EDUC	10+	BASIC	060
MA	TRACE.LST	TRACE THRU PROGRAMS	UTIL	10	BASIC	034



\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ NA	BALL	GTIA BALL	DEMO	7	BASIC	009
NA	BLUES	FROM ATARI REF MANUAL	DEMO	7	BASIC	015
NA	CHICFAST	CHICKEN FAST VERSION	GAME	10+	BASIC	047
NA	CRYSTAL	GTIA CRYSTAL	DEMO	6	BASIC	015
NA	CURSOR	BLINKING CURSOR	UTIL	8	BASIC	004
NA	FAUCET	GTIA WATER FAUCET	DEMO	10+	BASIC	029
NA	JELLYFSH	DON'T EAT JELLYFISH	GAME	9	BASIC	031
NA	LONEAGLE	SAVE THE HORSES	GAME	8	BASIC	050
NA	LRN2TYPE	FOR BEGINNERS	EDUC	8	BASIC	014
NA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	011
NA	MICROIDS	NEEDS INSTRUCTIONS	GAME	0	BASIC	040
NA	OLDMAC	J/STK BUTTON IF RIGHT	EDUC	10+	BASIC	096
NA	PEEKER	PEEK VALUES OF RAM	UTIL	10	BASIC	033
NA	PEPPER	MUSIC	DEMO	7	BASIC	053
NA	RING	GTIA RING	DEMO	7	BASIC	009
NA	TRAGEDY	DICE GAME	GAME	8	BASIC	046

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
✓ QA	BESSEL.PIC	PICTURE DATA FILE	DEMO	10	BASIC	062
QA	DOLLAR.PIC	PICTURE DATA FILE	DEMO	10	BASIC	062
QA	EYES.PIC	PICTURE DATA FILE	DEMO	10	BASIC	062
QA	MENU	MAIN PROGRAM FOR PIC	DEMO	10	BASIC	020
QA	MUSIC.PIC	PICTURE DATA FILE	DEMO	10	BASIC	062
QA	ROCKY.PIC	PICTURE DATA FILE	DEMO	10	BASIC	062
QA	SCROLL	ONE PICTURE LOAD FILE	UTIL	10	BASIC	018
QA	SHIFT.ASM	SUBFILE FOR SCROLL	UTIL	10	BASIC	002
QA	SPIRAL.PIC	PICTURE DATA FILE	DEMO	10	BASIC	062
QA	TEQUILA.PIC	PICTURE DATA FILE	DEMO	10	BASIC	062
QA	UNCLESAM.PIC	PICTURE DATA FILE	DEMO	10	BASIC	062
QA	WILLIAM.PIC	PICTURE DATA FILE	DEMO	10	BASIC	062

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
PA	ADVENTUR	ADVENTURE GAME	STRAT	9	BASIC	099
PA	AMORTIZE	FIGURE MONTHLY PAYMTS	UTIL	8	BASIC	040
PA	ASTROSTM	GET TO OTHER SIDE	GAME	7	BASIC	021
PA	BIO.BAS	BIORHYTHM CHART	DEMO	7	BASIC	030
PA	FLAKE	RANDOM SNOWFLAKE	DEMO	6	BASIC	008
PA	LASERGN2	SHOOT THE SPACESHIP	GAME	8	BASIC	067
PA	LIVEWIRE.OBJ	TEMPEST TYPE-AMAZING!	GAME	10+	OBJ	037
PA	MATHFUN	GOOD MATH TEACHER	EDUC	10+	BASIC	042
PA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	028
PA	RENUM.LST	RENUMBER YOUR PROGRAM	UTIL	9	BASIC	014
PA	RESCUE	LAND THE SPACESHIP	GAME	8	BASIC	061
PA	ROADBLCK	BLOCK YOUR OPPONENT	GAME	10	BASIC	041
PA	SHELL	SORT ROUTINE	UTIL	7	BASIC	007

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
QA	BOXDEMO	GOOD EFFECTS	DEMO	8	BASIC	008
QA	DETECTIVE	SOLVE THE CRIME	STRAT	9	BASIC	070
QA	DOGBITE	YOU ARE A MAILMAN	STRAT	7	BASIC	064
QA	ELECTRIC	RUN ELECTRIC COMPANY	STRAT	8	BASIC	091
QA	HOPPER.OBJ	SELECT CHANGES SPEED	GAME	10+	OBJ	056
QA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	028
QA	OCTADRAW	VERY INTERESTING ONCE	DEMO	8	BASIC	015
QA	PMEDITOR	CREATE PLAYERS (PM)	UTIL	10+	BASIC	020
QA	STARWARP	ADVENTURE TYPE	STRAT	8	BASIC	150
QA	WAVES	VERY SIMPLE	DEMO	3	BASIC	004

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
RA	CUBE3D	3D CUBES	DEMO	7	BASIC	015
RA	GIGGLE	RANDOM DOTS	DEMO	5	BASIC	006
RA	HORSE1	RUNNING HORSES	DEMO	10+	BASIC	047
RA	LANES	PM DEMO	DEMP	7	BASIC	033
RA	LOGO1	ATARI LOGO	DEMO	10	BASIC	016
RA	MAZE	FIND YOUR WAY THROUGH	GAME	7	BASIC	057
RA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	031
RA	PMPRIOR	PM PRIORITY	DEMO	9	BASIC	007
RA	RIGHT40	40 COLUMN TEXT	DEMO	10	BASIC	022
RA	SCROLL.BAS	FINE SCROLLING	DEMO	10+	BASIC	032
RA	SOUNDEXP	SEE 7/83 COMPUTE-INST.	UTIL	6	BASIC	058
RA	STARSHOT	USE YOUR PADDLES	GAME	7	BASIC	129
RA	SUPCOMP3	COMPARE FILES	UTIL	10+	BASIC	034



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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
SA	BLACKBOX	LOCATE THE ATOMS	STRAT	5	BASIC	062
SA	BURP	*** BE CAREFUL !! ***	UTIL	10	BASIC	011
SA	CIRCLES	ONE LINER	DEMO	7	BASIC	002
SA	CITY	ONE LINER	DEMO	7	BASIC	003
SA	CLOCKCOM	WORKING CLOCK	UTIL	10	BASIC	017
SA	CREATOR	RECREATE OBJECT FILE	UTIL	10	BASIC	019
SA	DICEROLL	VOICEBOX REQUIRED	DEMO		BASIC	045
SA	DIETY	RECREATE SECTORS	UTIL	10	BASIC	025
SA	EIGHTBAL	HIT THE BILLIARD BALL	GAME	5	BASIC	036
SA	FIFTEEN	PUT IN ORDER	STRAT	7	BASIC	030
SA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	031
SA	MSGDEMO	CREATE MESSAGES	UTIL	10	BASIC	033
SA	RENUMBER	GREAT RENUMBER PROG.	UTIL	10+	BASIC	060
SA	STARMCH	YOU ARE IN CHARGE	STRAT	6	BASIC	110
SA	TYPO	CHECK ANTIC TYPING	UTIL	10	BASIC	010

\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
TA	CATMOUS	VERY SLOW PACMAN	GAME	5	BASIC	073
TA	DOGFIGHT	SHOOT THE PLANE	GAME	6	BASIC	030
TA	GAMEMENU	OBJECT FILE MENU	UTIL	10+	OBJ	006
TA	GAMEMENU.DOC	INSTRUCTIONS	UTIL	10	FILE	018
TA	GR0TEXT	MERGE WITH A PROGRAM	UTIL	10+	BASIC	010
TA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	015
TA	NUMBATT	PICK HIGHEST NUMBER	GAME	8	BASIC	034
TA	PLOTTING	PLOT LOCATION	PRG AID	10	BASIC	037
TA	PLUSZERO	CATCH THE ZERO	GAME	8	BASIC	043
TA	README	INFO ON GAMEMENU.DOC	INFO		BASIC	005
TA	SHOWDOWN	2 PLAYER-SAVE ENERGY	GAME	6	BASIC	116
TA	STRNGART	DESIGN YOUR OWN ART	DEMO	8	BASIC	014
TA	TANKBATL	HARD TO BEAT	GAME	7	BASIC	032
TA	WUMPUS	FIND THE WUMPUS	STRAT	7	BASIC	092

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
UA	APPLEAT	WORM EATING APPLE	DEMO	8	BASIC	019
UA	DISKSRCH	READ DISK SECTORS	UTIL	9	BASIC	009
UA	DRAW	PAINT THE SCREEN	GAME	5	BASIC	034
UA	DUPFAST	CREATES DUPFAST.COM	UTIL	10	BASIC	031
UA	DUPFAST.COM	DISK COPIER	UTIL	10+	OBJ	008
UA	FLAGS	GUESS FOREIGN FLAGS	EDUC	9	BASIC	040
UA	LINEMOVE.LST	MOVE/COPY/DELETE LINES	UTIL	10+	BASIC	026
UA	MENU	ALPHABETIZE & PRINT	UTIL	9	BASIC	024
UA	NEWCLOCK	CLOCK WITH MOVING HAND	DEMO	9	BASIC	017
UA	NUCLEAR	RUN NUCLEAR POWER PLT	STRAT	7	BASIC	110
UA	ROMANS	LEARN ROMAN NUMERALS	EDUC	10	BASIC	111
UA	RTCLOCK	JUST SET THE CLOCK	UTIL	10	BASIC	008
UA	SIMPLCLK	DIGITAL CLOCK	DEMO	8	BASIC	008
UA	WORDSRCH	GREAT WORD PUZZLE	GAME	10+	BASIC	081

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
VA	BLASTER	BLAST THE ONCOMERS	GAME	7	BASIC	024
VA	CAESARSC	ROMAN DIGITAL CLOCK	DEMO	9	BASIC	032
VA	CHSETEDI.TOR	CREATE CHARACTER SET	UTIL	10+	BASIC	090
VA	CRYPTOGR	BREAK THE CODE	STRAT	?	BASIC	055
VA	GTIASKPD	CREATE GTIA SCREENS	UTIL	8	BASIC	072
VA	HEXPOKE	ADDRESS VALUES	UTIL	9	BASIC	023
VA	MEMTEST.ASM	ASM CODE	UTIL	8	FILE	030
VA	MEMTEST.DOC	INSTRUCTIONS	UTIL	8	FILE	020
VA	MEMTEST.OBJ	TEST MACHINES MEMORY	UTIL	8	BASIC	004
VA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	024
VA	MESSAGE	MOVING MESSAGE	UTIL	8	BASIC	030
VA	RPM2	CHECK DRIVE SPEED	UTIL	8	BASIC	005
VA	TEXTEDT2	ONE OF THE BEST W.P.	UTIL	10+	BASIC	085



\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
WA	AGAIN	MUSICAL MEMORY GAME	GAME	9	BASIC	046
WA	ARTILSIM	BLOW UP OPPONENT	GAME	6	BASIC	024
WA	AUTOMATE	FANCY AUTO.SYS MAKER	UTIL	10+	BASIC	018
WA	BJACK	CARD GAME (BLACKJACK)	GAME	10	BASIC	037
WA	BOOT850	CREATES 850 AUTO.SYS	UTIL	10	BASIC	005
WA	BOOTCOPY	CASSETTE TO DISK	UTIL	10+	BASIC	032
WA	COLOR.ASM	ASM CODE	DEMO	6	FILE	024
WA	COLOR.BAS	128 COLORS ON SCREEN	DEMO	6	BASIC	005
WA	COLOR.DOC	INSTRUCTIONS	DEMO	6	BASIC	007
WA	COLOR.OBJ	FILE FOR COLOR.BAS	DEMO	6	FILE	002
WA	COLORSTK	DRAW WITH JOYSTICK	DEMO	8	BASIC	008
WA	DISKTAPE	DISK FILES TO TAPE	UTIL	10	BASIC	056
WA	DUPSECT	CREATES DUPSECT.COM	UTIL	10	BASIC	035
WA	DUPSECT.COM	DISK COPIER-TWO DRIVES	UTIL	10+	OBJ	009
WA	JTERM	TERMINAL PROGRAM	UTIL	10	BASIC	033
WA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	034
WA	MICROASM.BAS	MICRO ASSEMBLER	UTIL	10	BASIC	054
WA	MICROASM.DOC	INSTRUCTIONS	UTIL	10	BASIC	009
WA	PATTERN.BAS	ATTENTION GETTER	DEMO	5	BASIC	004
WA	PATTERN.DOC	INSTRUCTIONS	DEMO	5	BASIC	007
WA	PATTERN.OBJ	FILE FOR PATTERN.BAS	DEMO	5	FILE	002
WA	RECKLESS	RECKLESS DRIVING	GAME	7	BASIC	027
WA	ZONEX	FIND THE W	STRAT	7	BASIC	028

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DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
XA	ALPHABET.IZE	HANDY SORT ROUTINE	UTIL	10	BASIC	009
XA	BEETRAP	SAVE LOST BEES	GAME	7	BASIC	035
XA	CHANGE	MAKE CORRECT CHANGE	EDUC	10	BASIC	023
XA	COPYCAT	MUSICAL SIMON	GAME	10	BASIC	022
XA	GOBLIN	IMPOSSIBLE	GAME	7	BASIC	022
XA	GROWRATE	FIGURES GROWTH %	UTIL	8	BASIC	008
XA	HAWKMEN	GRAB 'EM & EAT 'EM	GAME	8	BASIC	053
XA	LOADOBJ.BAS	AUTO LOAD BINARY FILES	UTIL	10+	BASIC	004
XA	MCOMBAT	LIST FOR DIRECTIONS	STRAT	8	BASIC	217
XA	MEMTRAIN	TRAIN YOUR MEMORY	EDUC	7	BASIC	017
XA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	022
XA	NUM.DOC	INFO FOR NUM.OBJ	UTIL	10+	BASIC	010
XA	NUM.OBJ	AUTO LINE NUMBERING	UTIL	10+	OBJ	002
XA	SHOOTSTR	TRY 10 FIRST	GAME	7	BASIC	025
XA	TYPTTEACH	60 SECOND TEST	EDUC	8	BASIC	015
XA	UXB	AVOID MINES	GAME	8	BASIC	027

\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
YA	MENU	DISK DIR LOAD/GO	UTIL	9	BASIC	023
YA	METSTRM	AVOID METEORS	GAME	8	BASIC	030
YA	MINER	LOOK FOR GOLD	GAME	7	BASIC	049
YA	PUFF	NICE MUSIC	DEMO	8	BASIC	031
YA	SCRIPTOR	WORD PROCESSOR	UTIL	10	BASIC	126
YA	SCRPTDOC	LOAD FROM WP	UTIL		FILE	092
YA	SCRPTPRO	PROWRITER VERSION WP	UTIL	10	BASIC	141

\*\*\* MACE PROGRAM LIBRARY \*\*\*

DISK	PROGRAM	DESCRIPTION	GROUP	RATING	TYPE	SECTORS
ZA	ADD	ADDITION PROBLEMS	EDUC	9	PILOT	025
ZA	BALL	SHOWS COLORED BALL	EDUC	9	PILOT	005
ZA	COLORS	BOOTED BY MATCH	EDUC	9	PILOT	046
ZA	COLSONG	SONG WITH COLORS	DEMO	9	PILOT	025
ZA	DIVIDE	LEARN TO DIVIDE	EDUC	9	PILOT	025
ZA	ETCH	DRAW & GIVES LOCATION	DEMO	9	PILOT	011
ZA	FLOWERS	COLOR THE FLOWERS	EDUC	10	PILOT	024
ZA	GUESSNUM	GUESS THE NUMBER 1-100	GAME	6	PILOT	003
ZA	HILBERT	SCREEN DESIGN	DEMO	5	PILOT	006
ZA	KINGTUT	KING TUTS HEADADDRESS	DEMO	6	PILOT	008
ZA	MATCH	MATCH COLORED BOXES	EDUC	9	PILOT	053
ZA	MATHCOUN	ADD OR SUBTRACT	EDUC	9	PILOT	041
ZA	MATHTIME	TIMED MATH DRILLS	EDUC	10	PILOT	023
ZA	MENU	DISK DIRECTORY	UTIL	8	PILOT	010
ZA	MINUSONE	LEARN TO SUBTRACT	EDUC	9	PILOT	027
ZA	MULTIPLY	LEARN TO MULTIPLY	EDUC	9	PILOT	025
ZA	NIM	BE LAST TO PICK	GAME	8	PILOT	016
ZA	NOTES	TYPE NOTE SOUNDS	DEMO	8	PILOT	071
ZA	OTHERCOL	BOOTED BY BALL	EDUC	9	PILOT	005
ZA	PLUSONE	LEARN TO ADD	EDUC	9	PILOT	024
ZA	SHOTSTAR	SHOOTING STAR	DEMO	9	PILOT	004
ZA	SKETCH	DRAW DESIGN	DEMO	8	PILOT	006
ZA	SQUIRAL	TRY 90 - 1 FIRST	DEMO	8	PILOT	004
ZA	STAR13	13 POINT STAR	DEMO	6	PILOT	002
ZA	STARBRST	SCREEN DESIGN	DEMO	5	PILOT	002
ZA	STARS	SCREEN DESIGN	DEMO	6	PILOT	006
ZA	SUBTRACT	SUBTRACTION PROBLEMS	EDUC	9	PILOT	027
ZA	TREEE	SIMPLE TREE	DEMO	6	PILOT	007
ZA	YOUCOLOR	BOOTED BY OTHERCOL	EDUC	9	PILOT	012

## NEW LIBRARY BBS!

553-4005 is the new MACE Library BBS. This BBS brings you all of the latest MACE and Atari information. If it appears on this board, it is up to date and correct! There are many files available for downloading. You are welcome to take anything that interests you. If you don't see what you want...ask! The Message functions will allow for private messages or you may reach the public with your messages. So for a different BBS experience, try the Library BBS today! (Editor's note: Although this BBS is sponsored by individual MACE members, it is however not officially connected to, nor receives funding from the MACE organization. However it's lots of fun, so try it out!)



THIS TIME, WE'RE GONNA  
DO IT RIGHT!

By Craig Chamberlain

ANNOUNCING...

A POKEY PLAYER SEMINAR  
TUESDAY, JANUARY 31ST  
SOUTHFIELD PARKS AND REC  
7:00 pm OPEN  
7:30 PRESENTATION BEGINS

Last Fall I held a seminar just for Pokey Player, the music playing program available in the M.A.C.E. library. Unfortunately, attendance was poor and my presentation was not as smooth as it could have been. Learning from past mistakes, I'm going to try again, but this time I'm going to do it right. If you have tried to use Pokey Player but have had trouble, here is what we have for you:

\*\*\* FASTER LOADING PLAYER WITH FOUR COLUMN TITLES

\*\*\* EDITOR WITH MEASURE SEARCHING

\*\*\* MUSIC COMPILER WRITTEN IN MACHINE CODE - IT'S FAST!

\*\*\* PAGES AND PAGES OF DOCUMENTATION - BETTER THAN SOFTSIDE!

The Final Version disk will be available at the seminar as a M.A.C.E. library proprietary disk. Pokey Player is now also available on CASSETTE! (Cassette users, please bring a 60 minute tape to the seminar).

So, if you would like to learn how to use the Pokey Player music system, mark your calendar for exactly two weeks after the January M.A.C.E. meeting. (Presentation starts promptly at 7:30, will be finished by 10:00 pm. Tape recorders welcome.)

DO YOU HAVE FAST FINGERS?

Just imagine - you are sitting in front of your ATARI, you pop in the ATARI BASIC cartridge and turn the computer on, it makes the usual weird sounds, and it says "READY". But then it says "OR NOT, HERE I COME!", which produces a BASIC error. It follows this with more commands to BASIC which are immediately executed. It even starts messing

around with your cassette or disk drive, LOADING and RUNning files. And all the while, every time you see each character mysteriously appear on the screen, you hear the associated keyboard click. It's as if a ghost was pounding away at your keyboard.

Has it finally happened? Has your computer gone absolutely mad? The day you always feared, when your computer would take over and replace YOU, has it arrived? No. Relax. You're just the innocent victim of the ultimate autoboot program, called FAST FINGERS.

You may already have a program that makes BASIC automatically do a RUN"D:MENU or similar command at boot time. FAST FINGERS does this also, but with the following advantages:

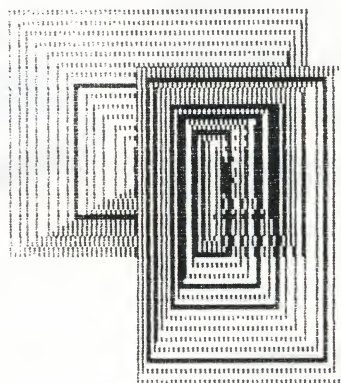
- \* NOT CONFINED TO BASIC - EVEN WORKS IN MEMO PAD MODE!
- \* WORKS FOR CASSETTE OR DISK
- \* CAN BE USED WITH 850 AUTOBOOT FILE
- \* SEVERAL COMMANDS CAN BE EXECUTED
- \* YOU CAN SEE THE COMMANDS AS THEY ARE TYPED
- \* YOU CAN EVEN HEAR THE KEYS TYPING

FAST FINGERS will be published soon in Antic Magazine, but you can get it now in the M.A.C.E. library.

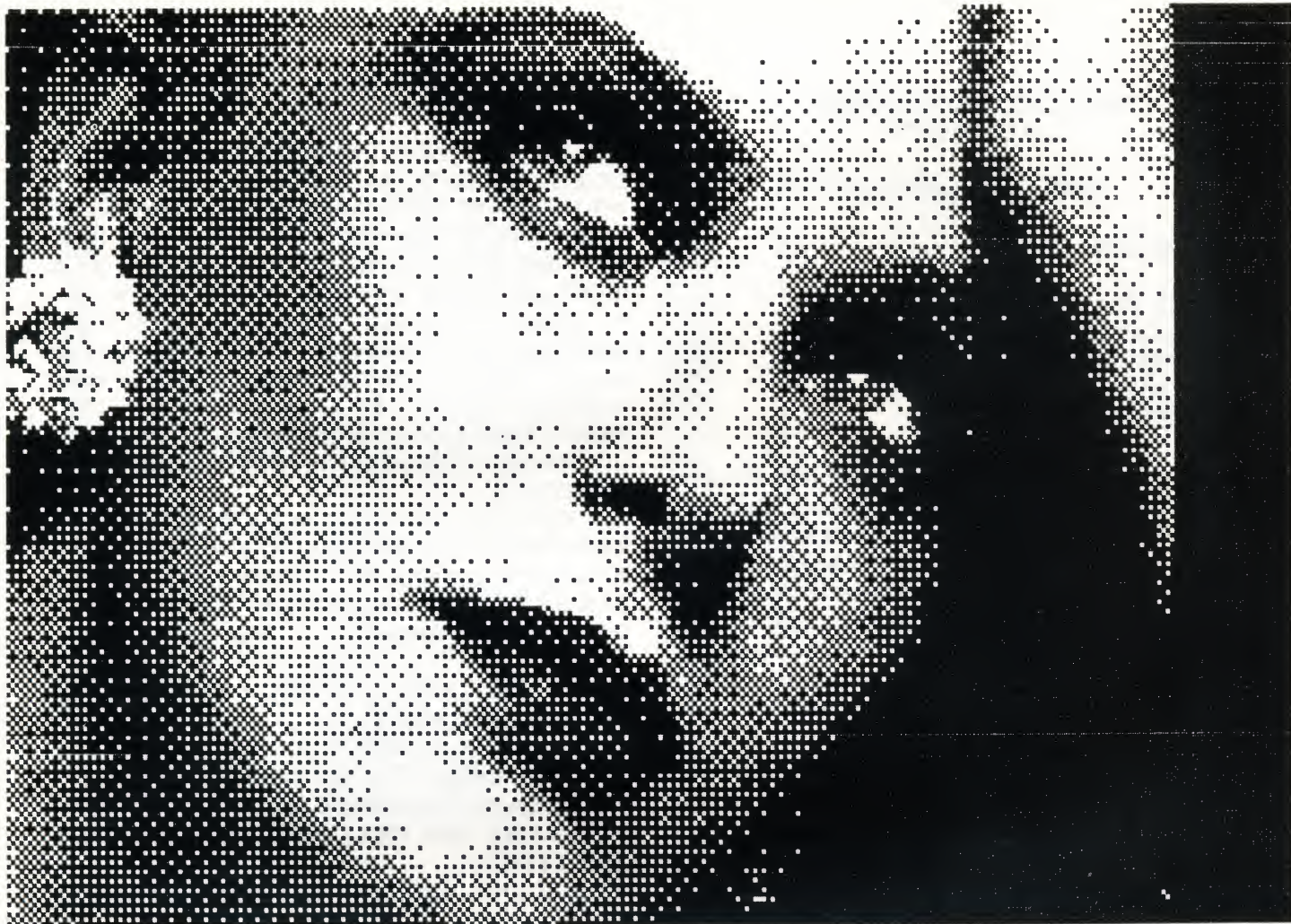
**FAST FINGERS**

by Craig Chamberlain

A clever new idea in autobooting programs for both disk and cassette. Turning on your computer was never so much fun!





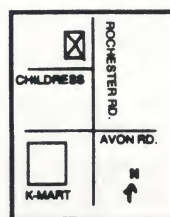


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### PLATO'S CORNER

I have to believe that January will bring a number of new faces to the MACE meeting. Christmas seems to be the time when more computers are purchased than at any other time of the year, so maybe this would be a good time to re-introduce ourselves and talk a little bit about some of our goals.

Plato's Corner is dedicated to the investigation of computer applications in education. The intended spectrum will hopefully include personal development programs, music, computer languages, computer art, science, speech synthesis, and learning aids for the children. The basic premise for all of our discussions is that the original justification for buying our computers was for a learning experience for both our children and ourselves.

The deluge of media hype recently seems to be geared at giving parents a guilt-trip if they somehow don't include their children in the computer revolution. If you look closely however the computer revolution bears more of a resemblance to an impromptu fire-drill. Computer manufacturers seem to be running around aimlessly in an uncoordinated attempt to capture their share of the market. The previously uninvolved parents, intimidated and unable to cope with the idea of having their children destined to become computer mental-midgets, rush to the stores to purchase a ....yes, home computer. The parents can now rest at last, reassured that their children's futures are somewhat secure.

The imagined scenario of computer utopia can prove to be quite elusive without proper preparation. Hopefully this column with a considerable amount of help and participation from the membership will provide guidelines for the successful utilization of our computers.

One of the more practical aspects of this column should be the on-going review of current educational software. This month I have two reviews to share with you. The first is a program entitled TYPE ATTACK by Sirius Software.

In order to successfully utilize many of the features of a computer it is helpful to become to a certain degree adept at typing. A good analogy might be typing skills are to computer literacy as writing is to conventional literacy. The more proficient a person becomes at the former the easier the entire process becomes.

There are at present a number of typing tutor and typing aid programs available for the computer user. Type Attack is a typing practice program in the form of an arcade game. The scenario is as follows: your planet is being invaded by the dreaded alphabet creatures and the only effective defense is the speedy retaliation of your missile powered keyboard. The alphabet creatures descend in space invader fashion and your keyboard input sends out the deadly missiles to destroy the corresponding creatures.

What is attractive about the program, other than being lots of fun, is that the user controls the speed of the attackers, and is able to select from one of 40 pre-programmed lessons or up to 60 lessons created by the user.

After the character attack is successfully repelled a new wave of words and phrases fly horizontally across the screen. Again the user must turn back the waves of aliens by typing in the appropriate counter-attack.

The screen provides information as to number of mistakes (energy usage) and the number of words per minute being typed. The most adept users may even record their scores in the Hall of Fame.

It should be understood that Type Attack is not a typing tutor. The documentation does include however the basics of finger positioning and which lessons emphasize the letters you may need practice at.

The graphics and associated sound are very well done and provide the user with a lively



typing practice session. The advantages of such a program should be obvious. Increased familiarity with the keyboard will certainly be an asset to any computer user young or old.

Our second program is one called 3 R MATH HOME SYSTEM by Dan Rohr and available through the Atari Program Exchange.

3 R Math offers drills on 101 user selected skill levels of addition, subtraction, multiplication, and division. The structure of the quiz is also controlled in terms of time and number of problems.

The student proceeds through a series of problems in the chosen skill level all the while being monitored by the computer as to response time, correctness and total duration of time spent. After a student has finished their series of problems the computer will print a summary on the screen indicating the percentage of correct and incorrect answers, number of problems completed, and an overall score that may be used as a comparative measure for future sessions.

If a printer is attached to the system an even more detailed report can be provided. Each problem is printed out in the order given to the student with it corresponding correct answer. Below each problem is the response time in seconds for that problem and an indication if the problem was answered correctly on the first, second, or third attempt. Response times are also given if the second or third attempts were necessary. Percentages of correct and incorrect answers are given along with code used to generate the quiz and ten additional problems are printed out at the bottom of the screen for follow-up practice. Entire printed work sheets and answer sheets can be generated should you prefer a printed format.

This is an extensive and well written program that provides lively and competitive drills for students and supplies an impressive amount of feedback on the students responses and progress.

For this month's homework assignment I must ask for volunteers. More and more educational software is finding it's way into the market, and no one has any complaints about that. There is a need though for reviews of this

software so users may make intelligent decisions as which programs fit their specific needs. The format of the reviews can be entirely your own. Please if you presently own or are considering buying software that fits into the categories that we like to discuss here in Plato's Corner send us a review. Your input could prove to be invaluable to the 1500 other MACE members considering software purchases.

I've included a few suggestions below that would be welcome reviews.

Atari LOGO, Atari Inc. (A monthly column on LOGO would be super.)

Disney Educational Series, Atari Inc.

M.E.C.C. Educational Program Series, M.E.C.C.

Music Construction Set, Electronic Arts Inc.

Koala Pad and associated software.

Hayden Learning games, Hayden Software

Spinnaker Educational Programs, Spinnaker.

Dorsett Educational Series, Dorsett Educational Systems

Report on education information and resources available through The Source and Compu-Serve.

To share your knowledge and experience with others is a noble gesture. Remember MACE will only be as successful as our members' participation.

As always I look forward to hearing from you.

Plato  
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## SPECIAL THANKS

A special thank you to the following companies for donating the door prizes for our December meeting:

BASIC BITS'N'BYTES  
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STELICOR

TOM STURZA  
Program Coordinator

## CHANGES IN MEETING DATES

Due to scheduling conflicts with the City of Southfield, the meeting dates for MARCH, MAY and JUNE have been rescheduled. The following is a list of meeting dates for 1984.

- January 17  
- February 21  
\* March 27 \*  
- April 17  
\* May 29 \*  
\* June 11 \*  
- July 17  
- August 21  
- September 18  
- October 16  
- November 20  
- December 18

Please mark your calendars so you'll be sure not to miss meeting night.

Tom Sturza  
Program Coordinator

\*\*\*\*\*

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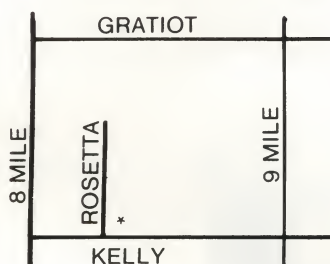
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## FORTH SIG NEWS

By Tom Chrakiewicz

The regular meeting of the FORTH special interest group will be on January 31, 1984 at 7:30 PM in the Hazel Park High School.

(Editor's note: FORTH is a very fast and powerful programming language for the Atari. There are several versions of FORTH available commercially and in the public domain. The MACE library has a version of MESA FORTH on library disks AB,BB,CB. Intermediate and advanced programmers interested in learning FORTH or sharing their knowledge with others are encouraged to participate in this SIG.)

## ASSEMBLER SIG

By Todd Meitzner

Due to technical difficulties, it was not possible to publish the date and time of the next Assembler SIG meeting. Please check with Todd Meitzner at 542-1752 for further details.

## UNCLASSIFIED ADS

**MODEM** - Brand new industrial duty acoustic modem by Tec-Com. Bought for a project but never used. A real work horse, it will provide the advanced and novice user with reliable service for years to come! \$75.00 or best offer. Call Marshall (evenings at 375-9047)

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Call Ken Van Dellen (313)821-5706 evenings

**FOR SALE** - 16K RAM boards for Atari 800, \$25 each; Atari Visicalc (never used) \$115; Atari Video Easel(cart)\$15; Atari Energy Czar (cass)\$10; CBS K-razy Shoot Out (cart)\$15;

Video Command Joysticks (pair)\$12.  
Call Mike at 283-5510 (home) or 322-1531 (work)

**TEXT-WIZARD** - includes original documentation binder, original list price was \$99.95, asking \$45.00. Call Bill at (313)372-4772

**VISICALC/MULTIPLAN** tutor - call Marshall at 375-9047 (evenings)

## Kids Corner

By John Yates  
Age 14

Hi I am John Yates. When I heard there was going to be a column for kids I thought I would like to write something for it. I wasn't sure I could do this, but it seems that I have. I didn't know what to write about, but I decided to write about M.A.C.E. and how it helped me. I have been a MACE member for about six months.

I joined because my dad wanted me to, and I thought "boring!!!" My family had gotten an Atari 800 and recorder for Christmas and no one knew how to use it well. Our first tapes were Caverns of Mars, Preppy, etc etc.

In the begining all I was interested in were these games. Then I found out I could do things that my older brothers, sisters and parents couldn't do. I started writing my own programs like for/next loops. It got to be even fun doing graphics and animation. Now I am helping my mom and dad with financial wizard. The thing I want next is a modem. I think this would open up all kinds of new and interesting things both educational and fun. Maybe next time in "Kids Corner" someone would like to tell us about their experiences with the modem. Then perhaps my parents will buy me one. THANK YOU





**M. A. C. E.**  
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**NEXT MEETING: 2/21/84; 7:00 PM**

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I can help with ... \_\_\_\_\_

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